

## CLAIMS

The invention is claimed as follows:

1. A gaming device operated under control of a processor, the gaming device comprising:
  - 5 a display device controlled by the processor;
  - a first offer randomly determined by the processor, said first offer adapted to be displayed by the display device and made to a player;
  - a second offer randomly determined by the processor if the player rejects the first offer, wherein said second offer is based on the first offer made
- 10 to the player and said second offer is adapted to be displayed by the display device and made to the player; and
- an accept/reject input controlled by the processor and operable to enable the player to accept or reject at least the first offer.
- 15 2. The gaming device of Claim 1, which includes a third offer randomly determined by the processor and based on at least one of the first and second offers, said third offer adapted to be displayed by the display device and made to the player.
- 20 3. The gaming device of Claim 2, wherein the processor is operable to determine the third offer by adding a value to a component of at least one of the first and second offers or by multiplying a value by a component of at least one of the first and second offers.
- 25 4. The gaming device of Claim 2, wherein the processor is operable to determine the third offer based on a component of at least one of the first and second offers.
- 30 5. The gaming device of Claim 1, wherein the processor is operable to determine the second offer by adding a value to a component of the first offer or by multiplying a value by a component of the first offer made to the player.

6. The gaming device of Claim 1, wherein the processor is operable to determine the second offer based on a component of the first offer made to the player.

5 7. A gaming device operated under control of a processor, the gaming device comprising:

    a display device controlled by the processor;

    a plurality of potential offer components adapted to be displayed by the display device;

10       a first offer formed by the processor from the offer components, said first offer adapted to be displayed by the display device and made to a player;

    a second offer that replaces the first offer if the player rejects the first offer, the second offer determined by the processor based at least in part on the first offer made to the player, said first offer adapted to be displayed by the display device and made to the player; and

15       an accept/reject input that communicates with the processor and is operable to enable the player to accept or reject at least the first offer.

20 8. The gaming device of Claim 7, which includes a third offer determined by the processor based on at least one of the first and second offers, said third offer adapted to be displayed by the display device and made to the player if the player rejects the second offer after rejecting the first offer.

25 9. The gaming device of Claim 8, wherein the processor is operable to determine the third offer by adding a value to one of the components of at least one of the first and second offers or by multiplying a value by a component of at least one of the first and second offers.

30 10. The gaming device of Claim 8, wherein the processor is operable to determine the third offer based on one of the components of at least one of the first and second offers.

11. The gaming device of Claim 8, wherein the processor is operable to determine the third offer by eliminating one of the components of at least one of the first and second offers.

5 12. The gaming device of Claim 8, wherein the processor is operable to determine the third offer by replacing one of the components of at least one of the first and second offers.

10 13. The gaming device of Claim 7, wherein the processor is operable to determine the second offer based one of the components of the first offer.

14. The gaming device of Claim 7, wherein the processor is operable to determine the second offer by eliminating one of the components of the first offer.

15 15. The gaming device of Claim 7, wherein the processor is operable to determine the second offer by replacing one of the components of the first offer.

16. A gaming device operated under control of a processor, the gaming device comprising:

a display device controlled by the processor;

5 a plurality of potential offer components adapted to be displayed by the display device;

a first offer determined by the processor from the plurality of potential offer components, said first offer adapted to be displayed by the display device and made to a player; and

10 a second offer determined by the processor from the plurality of potential offer components, said second offer adapted to be displayed by the display device and made to the player wherein one of the components of the second offer is the same as one of the components of the first offer, wherein the second offer is provided to the player after a rejection of the first offer.

15 17. The gaming device of Claim 16, which includes means controlled by the processor for enabling the player to accept or reject the first offer.

18. The gaming device of Claim 16, wherein the potential offer components are values and multipliers displayed separately in value and multiplier displays,  
20 respectively.

19. The gaming device of Claim 16, which includes a third offer made to the player after a rejection of the second offer, wherein said third offer is determined by the processor, said third offer is a combination of the second offer and one of the potential offer components and said third offer is displayed by the display device.  
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20. The gaming device of Claim 19, wherein the third offer is a combination of one of the components of the second offer added to or multiplied by one of  
30 the potential offer components.

21. The gaming device of Claim 18, wherein the processor is operable to change the first offer using an original multiplier component if an original value component is rejected by the player.
- 5 22. The gaming device of Claim 18, wherein the processor is operable to change the first offer using an original value component if an original multiplier component is rejected by the player.

23. A gaming device operated under control of a processor, the gaming device comprising:

a plurality of values;

a plurality of multipliers;

5 means controlled by the processor for displaying to a player an original offer based on a combination of one of the values and one of the multipliers;

means controlled by the processor for enabling the player to accept the original offer; and

10 means controlled by the processor for independently and separately either changing the value or the multiplier of the offer if the player does not accept the offer, wherein a replacement offer using the non-rejected value or non-rejected multiplier is combined with a replacement multiplier or value, respectively, if the player does not accept the original offer.

15 24. The gaming device of Claim 23, wherein the original offer is randomly generated.

25. The gaming device of Claim 24, wherein the value of the original offer is displayed by at least one spinning wheel.

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26. The gaming device of Claim 24, wherein the multiplier of the original offer is displayed by at least one spinning wheel.

27. The gaming device of Claim 23, wherein the value changing means 25 includes a display device.

28. The gaming device of Claim 23, wherein the multiplier changing means includes a display device.

30 29. The gaming device of Claim 23, wherein the offer providing means includes a display that shows the player the combined offer.

30. A gaming device operated under control of a processor, the gaming device comprising:

a display device controlled by the processor;

a plurality of values adapted to be displayed by the display device;

5 a plurality of multiplier adapted to be displayed by the display device;

an offer adapted to be displayed by the display device and made to a player, said offer formed by the processor from one of the values and one of the multipliers; and

means connected to the processor for enabling the player to accept 10 said offer or to reject said offer by independently rejecting either said value or said modifier which form said offer.

31. The gaming device of Claim 30, wherein the display device includes a rotating wheel for displaying each of the values and multipliers, respectively.

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32. The gaming device of Claim 30, wherein the display device displays the values and multipliers simultaneously or individually.

33. The gaming device of Claim 30, wherein the accept/reject offer means 20 includes a change value input.

34. The gaming device of Claim 30, wherein the accept/reject offer means includes a change multiplier input.

25 35. The gaming device of Claim 30, wherein the accept/reject offer means includes an accept offer input.

36. The gaming device of Claim 30, wherein upon a rejection of the offer, the display device is operable to display a new value or a new multiplier.

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37. The gaming device of Claim 36, wherein the processor is operable to randomly generate a new value and a new offer based on said new value when the player presses a change value input.

5 38. The gaming device of Claim 37, wherein processor is operable to randomly generate a new multiplier and a new offer based on said new multiplier when the player presses a change multiplier input.

39. A gaming device comprising:

10 a processor;  
a display device controlled by the processor;  
a plurality of potential offer components displayed by the display device;  
an offer determined by the processor and made to a player from the potential offer components, the offer including an offer component used in a previous offer provided to the player; and

15 means in communication with the processor for enabling the player to accept or reject the made offer.

40. The gaming device of Claim 39, wherein the offer includes a multiplication of a new value by a previously used multiplier component.

41. The gaming device of Claim 39, wherein the offer includes a multiplication of a new multiplier by a previously used value component.

25 42. The gaming device of Claim 38, wherein the offer includes a new value used in place of a previously rejected value.

43. The gaming device of Claim 42, wherein the offer includes a new multiplier used in place of a previously rejected multiplier.

44. The gaming device of Claim 42, wherein a previously used component that is used again in the offer continues to be highlighted as a selected component on the display device.

5 45. The gaming device of Claim 44, wherein the display device is operable to highlight a new component combined with the value to form the offer.